

Using Social Impact Games to Engage Students and Build Schema

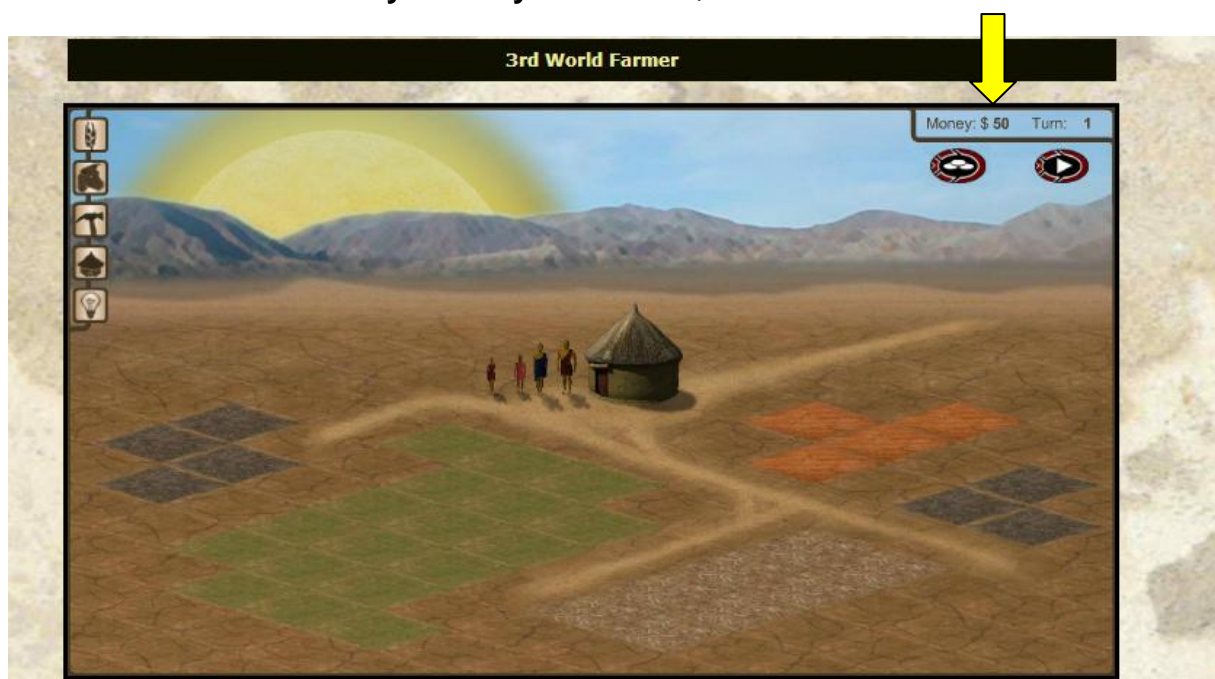
The game 3rd World Farmer can be found at the following link. Note: You may want to check to see if the site is permitted by your board's server. Ideally, students would play this game for homework and use class time to discuss strategy and realizations with peers.

<http://www.3rdworldfarmer.com/index.html>

“3rd World Farmer” is an easy game to start and to play.



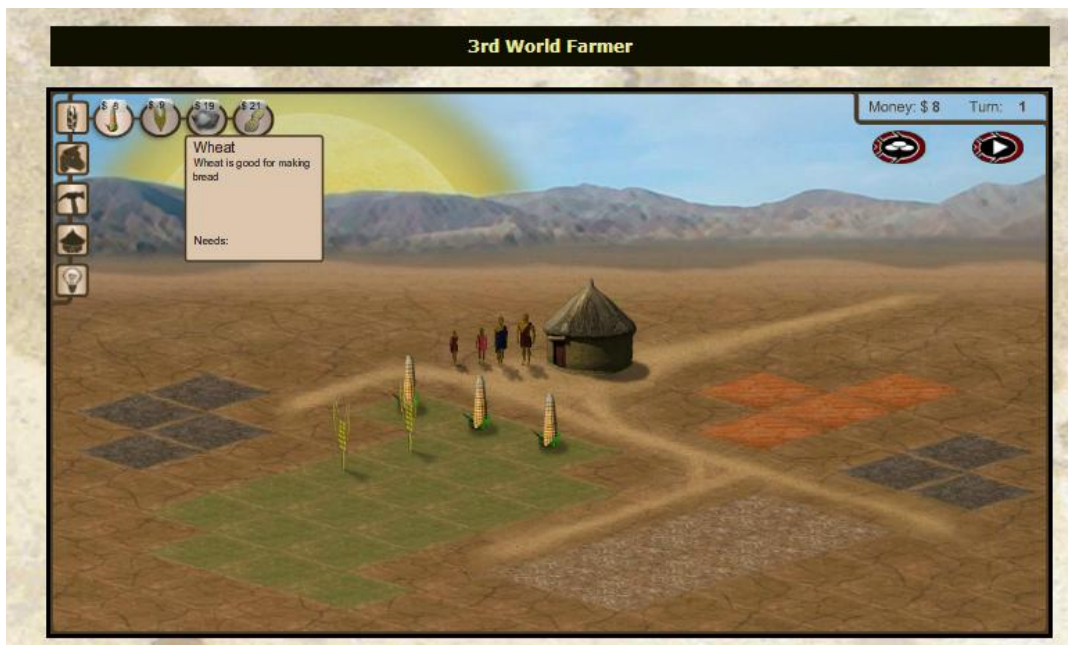
Once a player begins, they will be taken to a screen where they will make decisions about what they will buy with their \$50.



Players are provided with several categories from which to shop, including tools, livestock, and crops. Within each category, players are provided with another range of items at varying prices. Students will notice that these prices do not remain stagnant, but fluctuate with the market at each planting and harvesting season.



Once they select an item, players are shown information about the item including price and other information which may or may not help them make a purchasing decision, thereby reinforcing their need to think critically about what they are told and make connections to prior knowledge.



After the farmer/ student has planted crops/ purchased equipment/ livestock, etc. s/he hits the play button located in the top right corner, and then sees the calendar year pass by.



The next screen, the Annual Report, provides information about events that have happened and effects “Event Modifiers” may have had on the student’s purchases and any family members.

The screenshot shows the '3rd World Farmer' game interface with the 'ANNUAL REPORT' screen. The title '3rd World Farmer' is at the top in a black bar. The main content area is divided into several sections:

- EVENT OF THE YEAR:** Features a small image of an elephant and the text: 'Elephant Poachers. Poachers have been preying on elephants in the area, killing them to sell the ivory. (You lose all elephants)'. There are two small circular icons to the right of the text.
- SUMMARY:** Contains two bullet points: 'You now have: \$114' and '4 family members.' There are two small circular icons to the right of the text.
- CROPS:** A table with columns 'Amount', 'Type', and 'Yield per crop'.

Amount	Type	Yield per crop
3		\$ 10
2		\$ 13
0		\$ 0
0		\$ 0
0		\$ 0
Tools bonus:		+ 0%
Crops total:		\$ 56
- LIVESTOCK:** A table with columns 'Amount', 'Type', and 'Yield per head'.

Amount	Type	Yield per head
0		\$ 0
0		\$ 0
0		\$ 0
0		\$ 0
Buildings bonus:		+ 0%
Livestock total:		\$ 0
- SPENDINGS AND EARNINGS:** A table with two columns.

Base income this year:	\$ 56
Family work capacity:	214%
Annual event modifier:	0%
Income this year (56 x 2.14):	\$ 120
Saved from last year:	\$ 8
Living costs:	\$ 14
Total:	\$ 114

At the top right of the 'ANNUAL REPORT' section, there is a play button icon.



Prices rise and fall each season

Problem solving – students will have to problem solve a variety of issues from which crops to plant, how to purchase and use tools and structures, and whether or not there is value in owning some of modern technology and infrastructure such as cell phones and schools.

Each season, the farmer/ student gets an report providing information about events that have happened and the effects, how much money each crop yielded, and the status of family members. It is interesting for students to see, over a period of time, what things are in their control, and the much larger number of things which are not in their control.

ANNUAL REPORT

EVENT OF THE YEAR




Fire
A forest fire started by farmers to clear land for farming gets out of control!
(You lose all barns and sheds)


SUMMARY

- You now have: \$568
- 4 family members.

CROPS

Amount	Type	Yield per crop
5		\$ 12
5		\$ 22
3		\$ 22

LIVESTOCK

Amount	Type	Yield per head
0		\$ 0
0		\$ 0

SPENDINGS AND EARNINGS

Base income this year: \$ 266

Family work capacity: 195%

Annual event modifier: 0%

The farmer/ student also has the option to sell items purchased (at prices significantly lower than purchase price).

Press green buttons to sell items for the prices given.

0  \$ 8

0  \$ 25

0  \$ 50

0  \$ 249

0  \$ 10

0  \$ 15

0  \$ 90

0  \$ 247

0  \$ 56

0  \$ 27

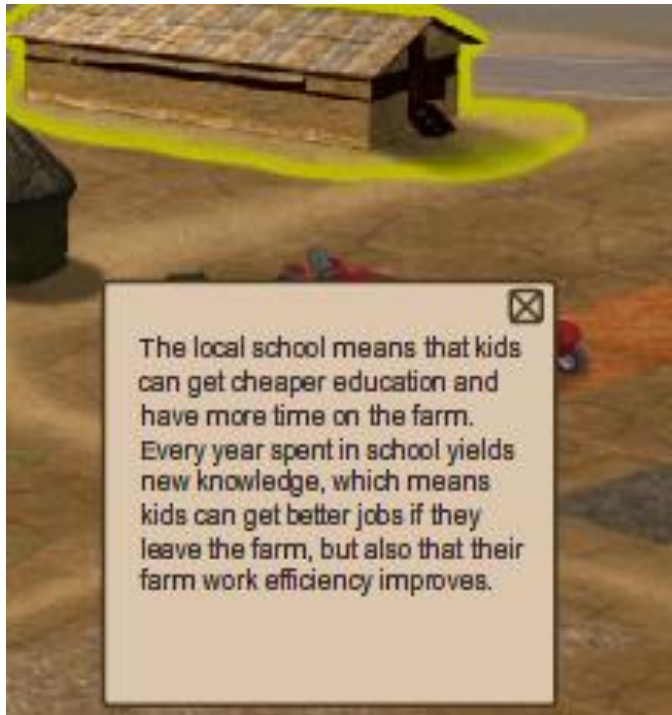
0  \$ 93

0  \$ 373

SPENDINGS AND EARNINGS

Base income this year:	\$ 459
Family work capacity:	171%
Annual event modifier:	50%
Income this year (459 x 2.21):	\$ 1014
Saved from last year:	\$ 340
Living costs:	\$ 13
Total:	\$ 1341

Farmers/ students are provided with information about the purchase they make to improve their own situations as well as the lives of others in neighbouring farms.





Have students print their **final screen** to use for the reflection activity. They may choose to end the game before they reach the end of the game. If they do this, ask them to use one of the screens that displays an **annual report**.

